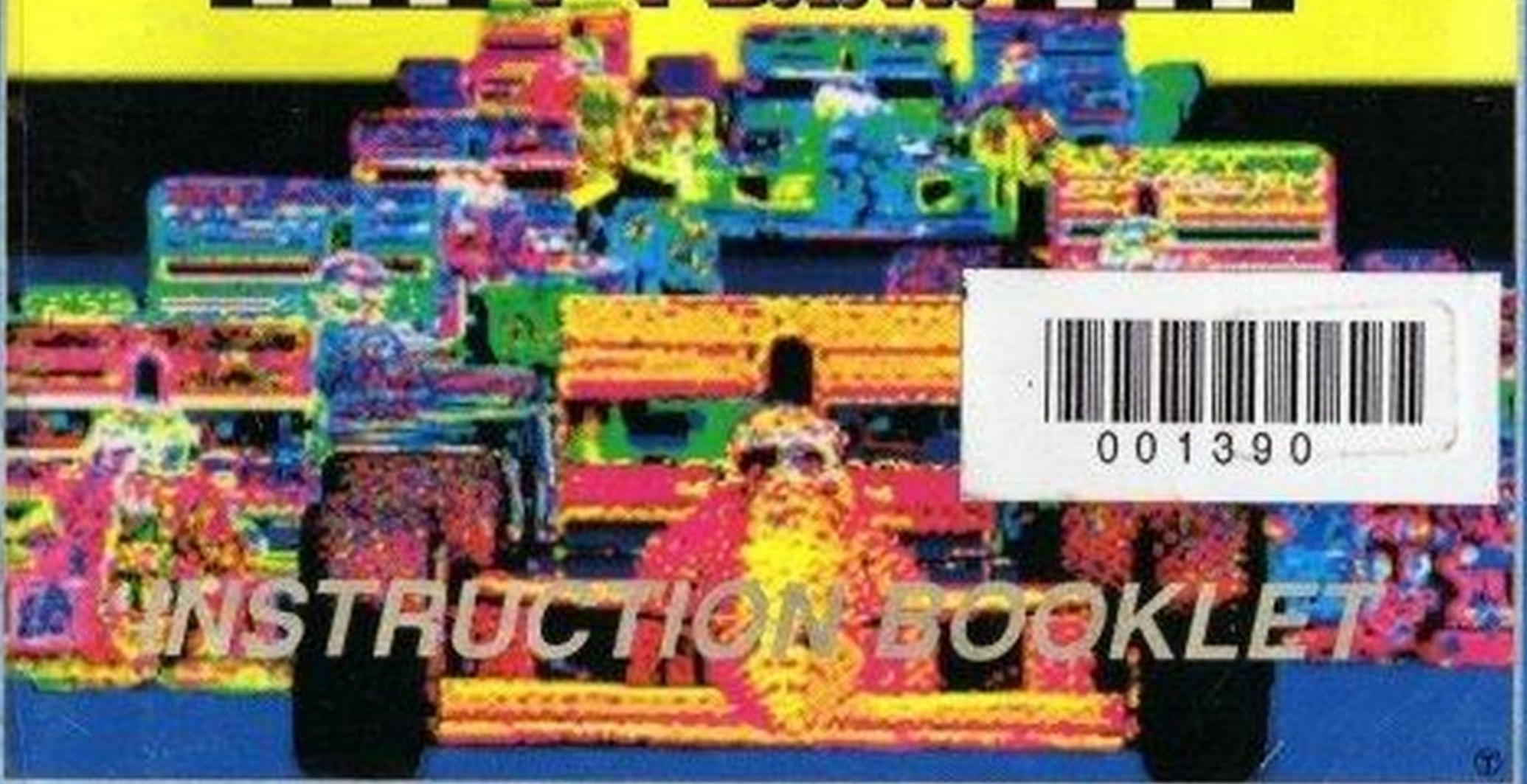
NES-W5-USA

FORMULA ONE BUILT TO WIN

F-1 B.T.W.



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INSTRUCTION BOOKLET

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THANK YOU FOR SELECTING

SETA

FORMULA ONE BUILT TO WIN

F-1 B.T.W.

BUILT TO WIN!.....1
Using the Controls.....2
Getting Started.....4
Normal Mode.....6
Around Town.....7
F-1 International Circuit.....13
FCC Regulations.....16
SETA's Limited Warranty.....17

Please read this instruction booklet carefully before starting to play and keep this booklet in a safe place for future reference.

Built to Win!

The split second world of sweat and sacrifice!

Built to Win! is a role play racing game with 46 races, each having its own unique course layout and background. Up to three drivers race to build their winnings and improve their license rating, saving this information to return after power off. Drivers use their winnings to upgrade by buying better parts or even a new car.

All drivers start out with a "D" rating which is upgraded as they prove their racing skills. A "D" class racer can only enter "D" class races and can't purchase certain parts or cars before his license is upgraded.

When a driver wins first place on all 30 courses in the U.S. circuit, he then moves on to the international Formula One racing circuit. He will compete with 32 of the world's best F-1 drivers for top total points in the 16 race international circuit.

Using the Controls

Control Pad

Used to move cursor when selecting options.

^ Nitro boost when racing.

<> Turn left and right.

v Not used while racing.

Select Button

End race in progress.

Start Button

Pause/resume race.

Using the Controls (continued)

A Button

Used to accept selection.
Accelerator pedal for racing.

B Button

Used for backspacing while writing driver's name.
Used to "Undo" the last selection.
Brake pedal for racing.

For additional controller information refer to "The Seta Casino" in the Around Town section.

Getting Started...

FREE MODE PLAY...

After correctly inserting
the Built to Win! Game Pak
and turning on the power
the demonstration will begin.
Pressing any button on the
Controller will return you to
the mode selection(title) screen

To start your practice, select **FREE MODE** with the **Control Pad** and press the **A button**. In the Car Select screen you may select any one of the four cars available. Selecting a car allows you to race one of eight races displayed next in the course select screen.

The FREE MODE allows racers to observe the race layout and practice in a time trial run against the fastest time recorded. The record holder's name and run time are stored in memory that will not be erased with power off.

Trim your time!

If you're having trouble getting through a certain race you may be able to "pick your lines" and memorize the course in the **FREE MODE**. Then you'll be ready to give the boys in the **NORMAL MODE** a run for their money!

Normal Mode...

Select **NORMAL MODE** from the mode select screen to begin your racing career. The first time you start-up the game you must enter your racing name on the letter field displayed. Enter **"END"** to accept the name you have written

If there were already names saved in the game, the racer's data screen will be displayed. You can only register 3 names at a time and will have to erase a name to enter a new one if there are already 3 names. The name you've entered is not saved for power off yet **(see "Around Town" section)!**

Around Town...

The map shows the ten cities in the United States that you must win races in before moving on to the international circuit. Select a city with the Control Pad and press the A Button to enter.

There four windows in each city, The Registration Office, The Car Check Station, Save Game and a special feature window. This window may be a **PARTS SHOP** where you can buy parts, a **SPEED SHOP** where you can sell parts, a **CAR SHOP** where you can purchase a new car or **THE SETA CASINO** where you can, well, take a guess.

Driver'sStatus Bar

The Office...

The office display shows the three races in that city and the rank you must attain to enter each race alongside the entry fee.

When you enter a race you can select from three types of music to play during the race or "NO MUSIC" to listen to just the race sounds.

Finishing fourth place or lower will give you a racer's hint to help next time!

Dash Displays:

LAP- Number of laps left to be completed.

Ni-Nitrous Oxide tank gauge.

TIME- Time elapsed.

mi/h-Speedometer.

POSITION-current position in the field of opponents.

GEAR-shift indication.

Save Game...

Remember to select "Save Game" and press the A Button before power off!

Car Check...

Enter here to check out or work on your car. Select the category of parts to check and then press the **A Button**. The next screen shows car status data in the upper left-hand corner. Keep an eye on this box as you change parts to see the effect on the performance of your car. You may select a part to be installed or just check which part you are currently using. A small red **E** shows the installed part.

The Parts Shop...

New parts can be purchased in the Parts Shop by first selecting the category and then specific part required. You must receive a certain license ranking before buying some parts.

The Speed Shop...

If you no longer need a part, it can be sold at the Speed Shop. This works basically the same as the Parts Shop but the price shown is a reduced selling price.

HINT: Nitro is not the only item consumed in each race.

The Car Shop...

Just as with parts buying, you must attaining a higher ranking before you can purchase some cars. When you buy a new car you will trade-in your old car and all of the parts that were installed will be transferred to the new car.

The SETA Casino...

Upon entering the casino, you'll be asked which denomination of coin you will play. Selecting 10, 100 or 1000 dollar coins will convert your money to a coin amount and seat you in front of a SETA 3 line slot machine.

Each coin inserted will "buy" a line on the slot and highlight it in red. When the handle is pulled (Down Arrow on the Control Pad), the pay schedule will be shown on the right side of the screen.

HINT: Don't exit the casino with coins left in the slot machine as these coins will be lost. Go ahead and play them off!

Formula One International Racing

Final Road...

The last race in the U.S. circuit is the Final Road. After winning first place in this race you will be granted a Formula One racing license.

The entry screen for each of the 16 international races you must complete have the 4 following options.

SAVE GAME- Save game data for power off.

PRACTICE- Run up to eight timed practice laps.

QUALIFY- Qualify for pole position then start race.

POWER UP- Used to display or raise these 4 levels:

ENG- Top speed.

ACC- Acceleration.

GRIP- Traction.

NITR- Nitrous Oxide level.

The current status for these levels is shown in the upper right corner of the power up screen.

The Formula One Race...

After powering up your car and practicing on the course, select QUALIFY from the race entry screen to begin the qualifying heat. You will race one lap on the course for starting position with only the 7 competing cars on the track. Nitro used for qualification does not reduce the level in your tank.

Starting positions are shown at the end of the qualification race. Press the A Button to begin the race. In the actual race there will be more cars on the track than when you qualified.

The amount of driver's points awarded are displayed at the end of the race followed by the total points awarded in all races. After the last race, the F-1 Championship is awarded to the driver with the highest total points.

Compliance with FCC regulations

This equipment generates and uses radio frequency energy and if not installed and used properly, that is in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subject J of Part 155 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

Reorient the receiving antenna
Relocate the NES with respect to the receiver
Move the NES away from the receiver
Plug the NES into a different outlet so computer and receiver are on different circuits

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, Stock No. 004-000-0034504.

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